

1 1. In a roulette game wherein a ball is launched about the periphery of a rotating
2 wheel having circumferentially arranged pockets, and wherein the final stopping of the ball
3 in a particular pocket determines a win or loss result, the method of launching the ball in
4 such a way that the dealer in charge of the game has no direct physical contact with the
5 ball during either its launch or its subsequent travel, and no control over where the ball
6 might stop, comprising the steps of:

7 selecting a mechanical launch mechanism capable of launching the ball along a
8 desired path about the wheel periphery;

9 selecting an electronic random time delay device that is capable of energizing the
10 launch mechanism at a random time delay after it has itself been energized;

11 selecting an isolated manually actuable activation means which, when actuated by a
12 person's hand, is capable of then energizing the electronic random time delay device; and

13 then, when it is desired to launch the ball, energizing the isolated manually actuable
14 activation means, so that the person who actuates the isolated activation means is unable
15 to predict either the exact time the ball will be launched or its ultimate stopping place.

2. The method of Claim 1 wherein a launch mechanism is selected which is capable of launching the ball along a desired path about the wheel periphery;

an electronic random time delay device is selected that is capable of energizing the launch mechanism at a random time delay after it has itself been energized; and

an isolated manually actuable activation means is utilized for generating a Start Game signal to then energize the electronic random time delay device.

3. The method of Claim 2 wherein the launch mechanism is operated by an electromagnetic action.

4. The method of Claim 3 wherein the launch mechanism is retrofitted into an existing roulette game table.

5. The method of Claim 1 which further includes the step of displaying to the players of the game a visual indication of the amount of time that randomly transpired between the generation of a Start Game signal and the energization of the launch mechanism.

6. The method of Claim 2 which further includes the step of displaying to the players of the game a visual indication of the amount of time that randomly transpired between the generation of a Start Game signal and the energization of the launch mechanism.

1 7. In a roulette game with a rotating wheel and a plurality of circumferentially
2 arranged pockets thereon, and a ball whose final stopping in a particular pocket is intended
3 to determine a win or loss result, the improvement comprising:
4 a mechanical launch mechanism capable of launching the ball along a desired path
5 about the wheel periphery;
6 an electronic random time delay device that is capable of energizing the launch
7 mechanism at a random time delay after it has itself been energized, the random time
8 delay having an output operatively coupled to the launch mechanism;
9 an isolated activation means adapted to be manually actuated by a person's hand
10 for producing a launch signal; and
11 means for communicating a Start Game signal from the isolated activation means to
12 the random time delay device to energize the random time delay device;
13 so that any person who actuates the isolated activation means is unable to predict
14 either the exact time the ball will be launched or its stopping place, and a dealer in charge
15 of the game has no power to select the pocket in which the ball will stop.

8. Apparatus of Claim 7 wherein the launch mechanism includes a solenoid for driving the ball.

9. Apparatus of Claim 7 which further includes a time delay readout for visually indicating the actual time delay that the random time delay device has created in transmitting the Start Game signal to the launch energizing mechanism.

10. Apparatus of Claim 7 wherein the activation means includes a push button located remotely from the roulette wheel.

11. Apparatus as in Claim 7 which further includes electronic means for indicating when the roulette ball has stopped, thereby making it possible to start another game.

12. Apparatus of Claim 7 wherein the launch mechanism is driven by air pressure.

1 13. In a roulette game having a wooden frame with a plurality of circumferentially
2 arranged pockets thereon, a rotating wheel supported within the frame, and a ball whose
3 final stopping in a particular pocket is intended to determine a win or loss result, the
4 improvement comprising:
5 a mechanical launch mechanism mounted in an opening in the wooden frame and
6 capable of launching the ball along a desired path about the wheel periphery;
7 an electronic random time delay device that is capable of energizing the launch
8 mechanism at a random time delay after it has itself been energized, the random time
9 delay having an output operatively coupled to the launch mechanism;
10 an isolated activation means adapted to be manually actuated by a person's hand
11 for producing a launch signal; and
12 means for communicating a Start Game signal from the isolated activation means to
13 the random time delay device to energize the random time delay device;
14 so that any person who actuates the isolated activation means is unable to predict
15 either the exact time the ball will be launched or its stopping place, and a dealer in charge
16 of the game has no power to select the pocket in which the ball will stop.

14. Apparatus of Claim 13 which further includes a time delay readout for visually indicating the actual time delay that the random time delay device has created in transmitting the Start Game signal to the launch energizing mechanism.

15. Apparatus as in Claim 14 which further includes means for indicating when the roulette ball has stopped, thereby making it possible to start another game.